User's Guide

Creative Digital Audio Player II MG

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Version 1.0
September 2000

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(http://www.iis.fhg.de/amm/)

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Creative European Help Line

Introduction

Your Creative Digital Audio Player II MG

The Creative Digital Audio Player II MG (D.A.P II MG) is a portable digital audio player for the Internet generation. With it, you no longer need to carry cassette tapes or CDs wherever you go.

A key feature of the Creative D.A.P II MG is its programmability, designed to be virtually future-proof. You can program Creative D.A.P II MG to support multiple digital audio formats, including all future formats and software extensions at **www.europe.creative.com**. You can also use Creative D.A.P II MG to download future digital rights management technology, for example, future Secure Digital Music Initiative (SDMI) compliance requirements. This ensures that the formats used in Creative D.A.P II MG are secure.

With features that emphasize quick setup and mobility, the Creative D.A.P II MG is designed for the active person. Universal Serial Bus (USB) gives you faster transfer rates and hot-plugging connectivity, and its SSFDC (Solid State Floppy Disk Card)–compliant flash memory card supports all configurations. The Creative D.A.P II MG has a built-in FM tuner, MP3 playback and voice recording capability.

Though light, this shock-resistant player will not skip or stretch audio files, even during vigorous exercise or after repeated playbacks. The ID3 Tag information such as song title and artist name are also conveniently displayed on the LCD for easy reference.

Software

Creative D.A.P II MG comes bundled with the following:

- ❑ Creative PlayCenter 2.0, which enables you to transfer music or voice files such as MP3 (only from PC to Creative D.A.P II MG) or voice files between Creative D.A.P II MG and your PC.
- ❑ Creative LAVA! Player, which allows you to create ultra-high quality LAVA! Music Videos to accompany your MP3 files.
- ❑ Creative MediaRing Talk, which allows you to make long-distance calls from your PC to any other PC that has dial-up Internet access and MediaRing Talk installed.
- ❑ Free MP3 songs from a variety of well-known MP3 providers, such as Soundbuzz.com, EMusic.com, MP3.com, and Audio Explosion, Inc.

Depending on the country that you purchased your player, your Creative D.A.P II MG package may not contain the free MP3 songs.

You can also download more MP3 files through worldwide web sites or online services to play them back on your Creative D.A.P II MG.

For more details on MP3, refer to *Appendix A, "An MP3 Primer"*.

MPEG Layer-3 audio compression technology licensed by Fraunhofer IIS and THOMSON multimedia.

What's New in Creative D.A.P II MG?

- ❑ It is housed in a high-tech, cool magnesium casing.
- ❑ It has a blue Electro-Luminescent (EL)-backlit LCD for a better viewing experience.
- ❑ It allows you to play voice files at up to 1.5 times faster or 0.5 times slower than the original recorded speed, an advanced voice processing capability or what is termed "Time Scaling".
- ❑ It allows you to record FM broadcasts into your player.
- ❑ It has 64 MB in-built memory and a Flash Memory Card slot that gives you up to 128 MB or even 196 MB in the future.

System Requirements

The minimum system requirements for Creative D.A.P II MG are:

- ❑ Microsoft® Windows® 98/2000 or Me
- ❑ 200 MHz or higher Pentium processor (Pentium II recommended for MP3 encoding)
- ❑ SVGA graphics adapter (256 colors, 640x480)
- ❑ Internet Connection for Internet Content Downloading or CDDB support (any charges incurred are the responsibility of the end-user)
- ❑ 32 MB RAM (64 MB recommended)
- ❑ USB port
- ❑ 25 MB free hard disk space (or more for audio content storage)
- ❑ Sound Blaster® Live!™ for EAX™ enhanced MP3 encoding
- ❑ CD-ROM drive with digital audio extraction support

Document Conventions

The following typographical conventions are used throughout this document.

Table i: Text conventions

Text Elements	Use
bold	Text that must be entered exactly as it appears.
italic	Title of a book or a placeholder. A placeholder represents information that you must provide.
UPPERCASE	Directory name, file name, or acronym.
< >	Symbols, letters, and key names on the keyboard.

Table ii: Icons

This symbol	Indicates
	A note.
	A warning.
	A tip.

1 Your Creative Digital Audio Player II MG Package

In the Package

Your Creative Digital Audio Player II MG player package contains the following items:

1

D.A.P player II MG

2

Docking station

3

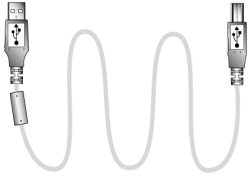
High-quality stereo headphones

4

2 rechargeable AAA NiMH batteries

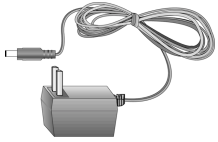
Note: Creative's rechargeable NiMH batteries give optimum playback time. Other lower capacity, standard, off-the-shelf NiMH batteries may result in shorter playback time.

5



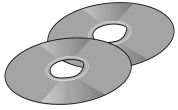
USB cable

6



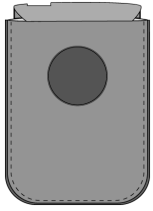
AC Adapter

7



1 software installation CD
1 MP3 content CD

8



Protective pouch for player

9

Remote control

Figure 1-1: Creative D.A.P II MG package.

Location Of Controls

PLAYER - Front View

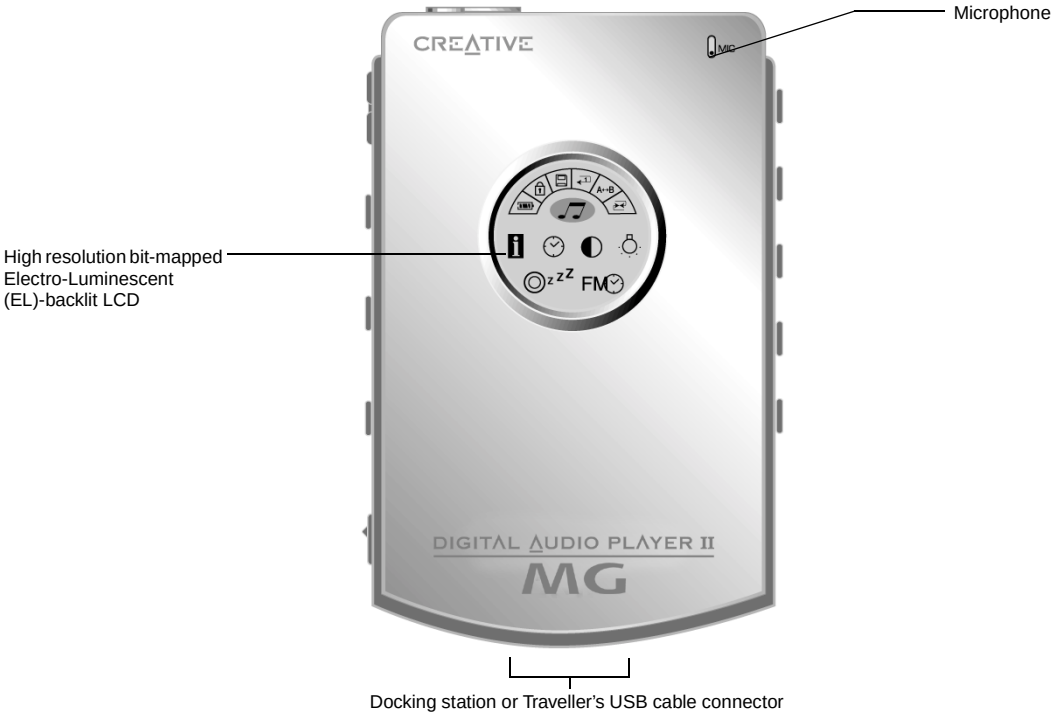


Figure 1-2: Front view of the player.

PLAYER - Rear View

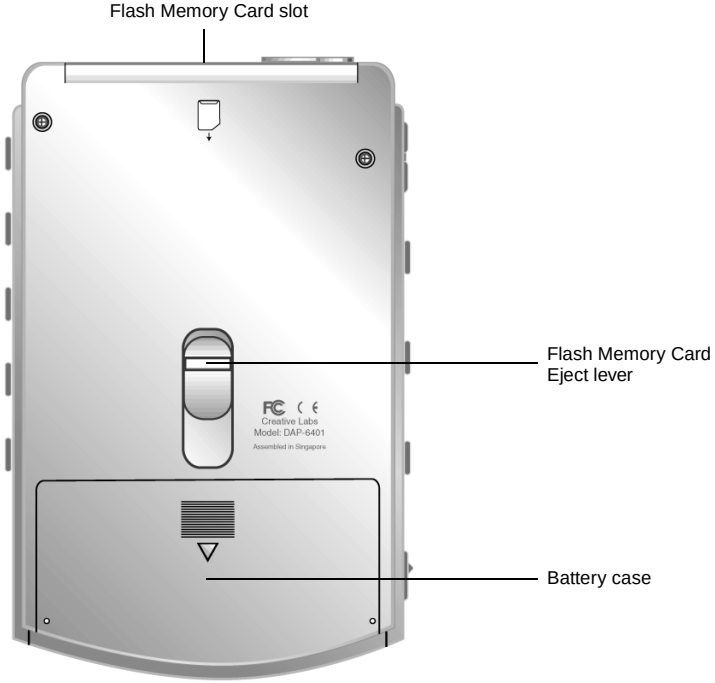
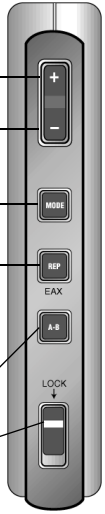


Figure 1-3: Rear view of the player.

LEGEND

Bold - Press and hold the button; *Italics* - For menu navigation

Left View



Volume +

Volume -

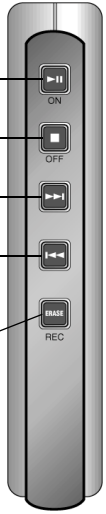
Mode Select

Repeat 1
/All
/Random
/None
/EAX
Time scaling in Voice Mode

Marks segment of track for repeating
/Store FM Presets

Lock switch
Note: This switch only locks the buttons on the player

Right View



Power On
/Play
/Pause
/*Select*

Power Off
/Stop
/*Cancel*

Skip track forward
/Scan frequency forward
/Navigate right/down

Skip track reverse
/Scan frequency reverse
/Navigate left/up

Record/Erase

Top View

Headphone jack
Note: Your player has a headphone connector that is designed for a future optional LCD wired remote control.

Docking station connector

Bottom View

Figure 1-4: Left, right, top and bottom views of the player.

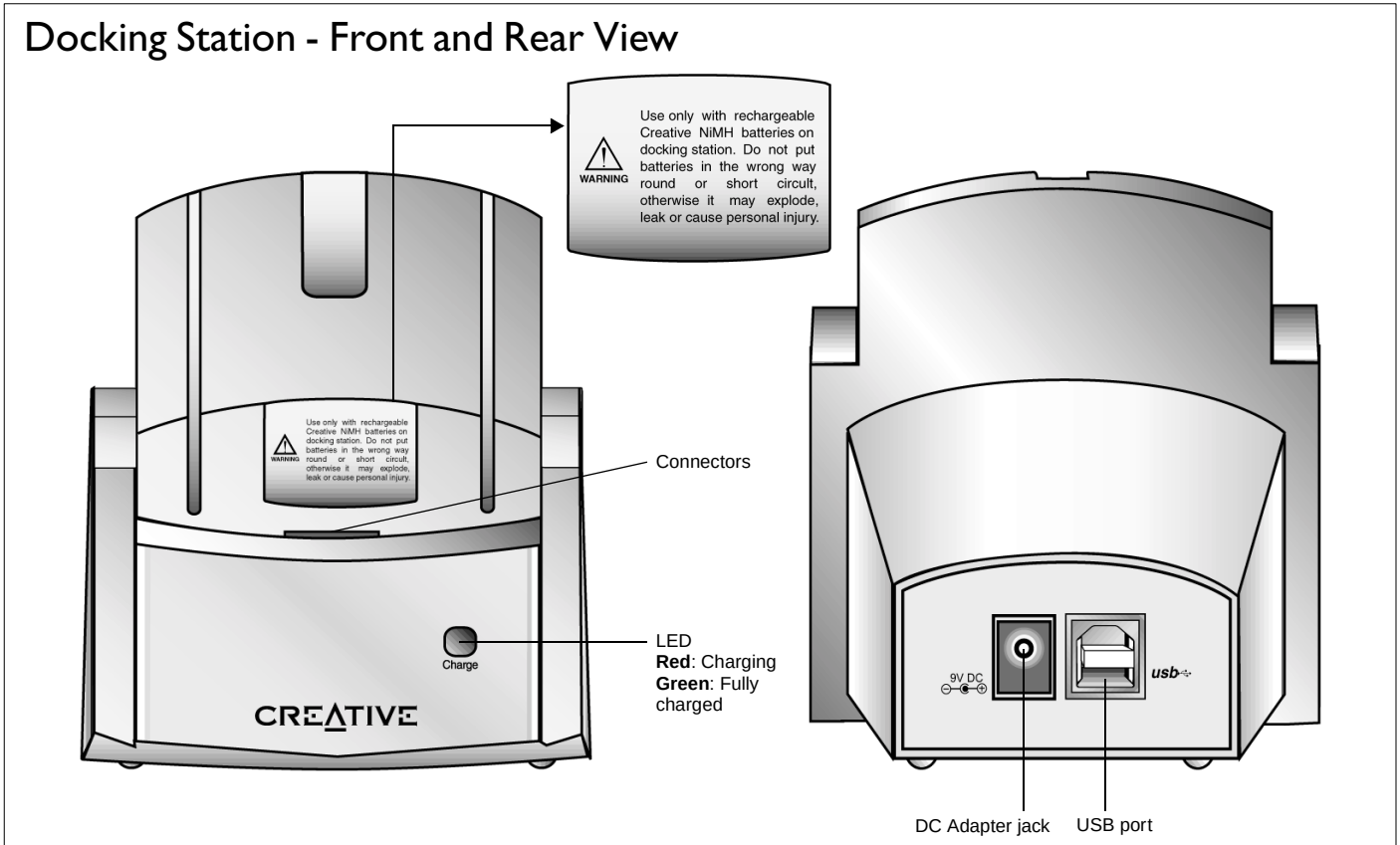

Docking Station - Front and Rear View
WARNING
Use only with rechargeable Creative NiMH batteries on docking station. Do not put batteries in the wrong way round or short circuit, otherwise it may explode, leak or cause personal injury.
Connectors
LED
Red: Charging
Green: Fully charged
Charge
CREATIVE
9V DC
usb
DC Adapter jack
USB port

Figure 1-5: Front and rear views of the docking station.

Mount/Dismount The Player Onto The Docking Station

Press the player down against the connector pins of the docking station. You should ‘feel’ a click when the player sits snugly on the station. Do NOT force the player down.

Place your fingers against the back of the docking station. Use your thumb to slide the player up.

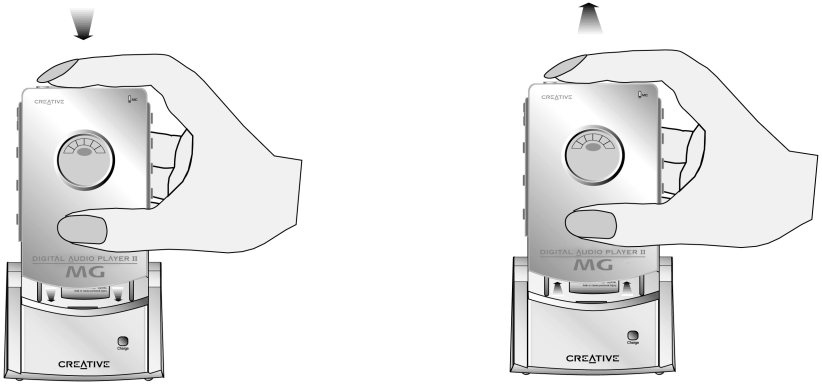


Figure 1-6: How to mount/dismount the player.

Remote Control

Each button on the remote control has the same function as its respective button on the player.

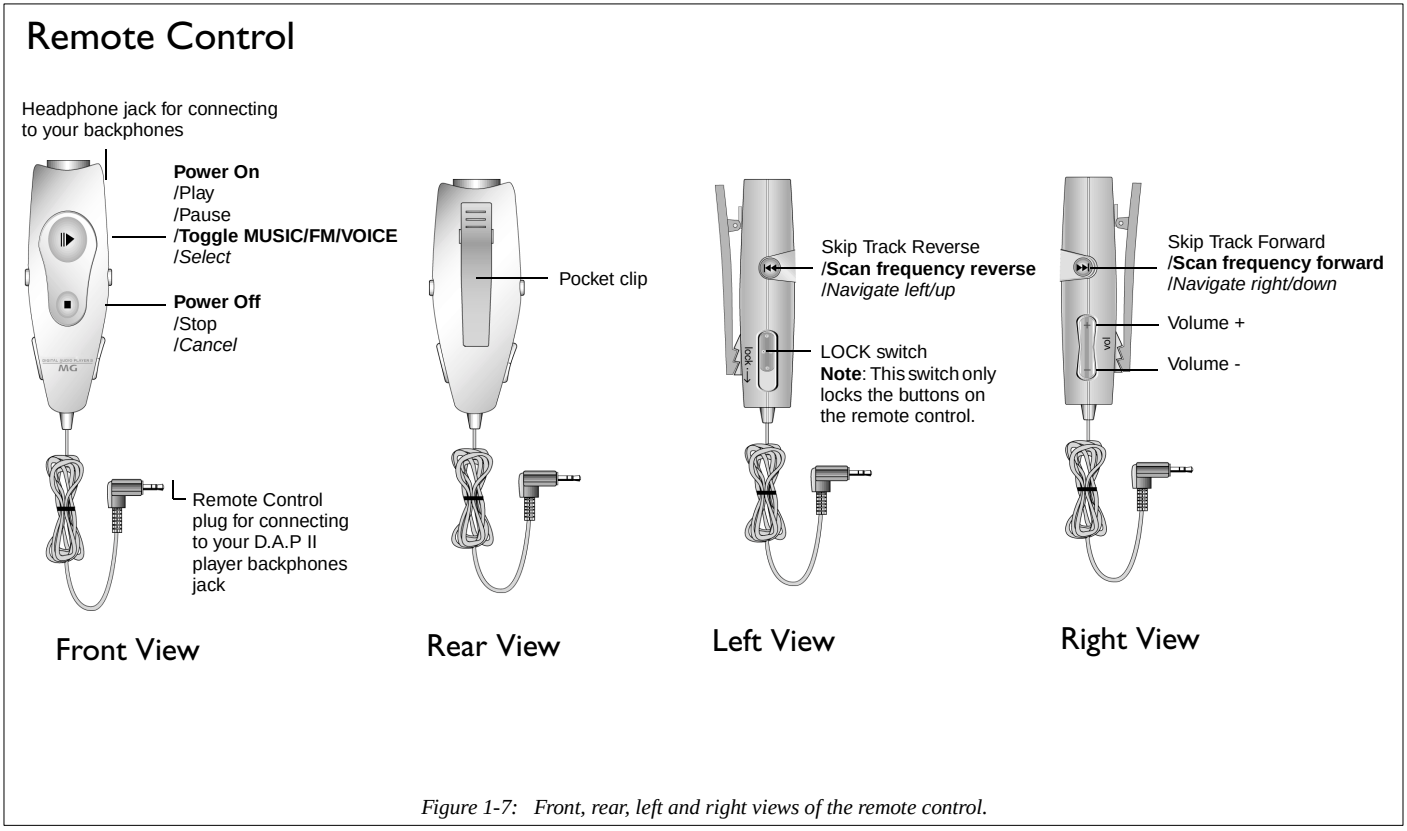


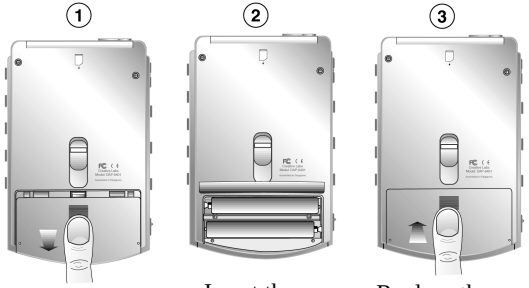
Figure 1-7: Front, rear, left and right views of the remote control.

2

Setting Up Your Creative Digital Audio Player II MG

MP3 files can be stored in the internal memory or Flash Memory Card. The player is preloaded with an MP3 song. So you can start enjoying MP3 songs without connecting your Creative Digital Audio Player II MG player to a PC. Just follow these steps and you can listen to the MP3 song immediately:

Step 1: Insert Batteries



Slide open the battery case cover.

Insert the batteries correctly.

Replace the battery case.

Figure 2-1: Insert batteries.

Step 2: Connect Headphones, Remote Control And Player

- Connect your headphones, remote control and the player as shown in Figure 2-2.

Figure 2-2: Connecting the headphones, remote control and player.

Step 3: Put On Your Headphones

▶ Put on your headhones

To listen to the preloaded MP3 song, go to “Step 8: Listen to An MP3 Song” on page 2-5.

Step 4: Install Software

Install all the programs on the software installation CD before accessing its contents or playing the MP3 content CD.

1. Insert the Creative D.A.P II MG installation CD into your PC’s CD-ROM drive. If the Setup program does not run automatically, follow steps 2 and 3.
   Otherwise, skip to step 4.
2. Click **Start** -> **Run**.
3. In the **Run** dialog box, type D:\CTRUN\CTRUN.EXE (where D:\ is your CD-ROM drive) and click **OK**.
4. On the Creative D.A.P II MG setup screen, the applications to be installed are selected by default. Click the start button to begin the installation.
5. Follow the instructions on the screen to continue with the installation.
6. When prompted to restart your system, leave the CD in the CD-ROM drive, select the **Yes, I want to restart my computer now** option and then click the **Finish** button.

Step 5: Connect Creative Digital Audio Player II MG to PC

You may leave your computer on when you connect your Creative D.A.P player II MG to the PC since USB is Plug-and-Play.

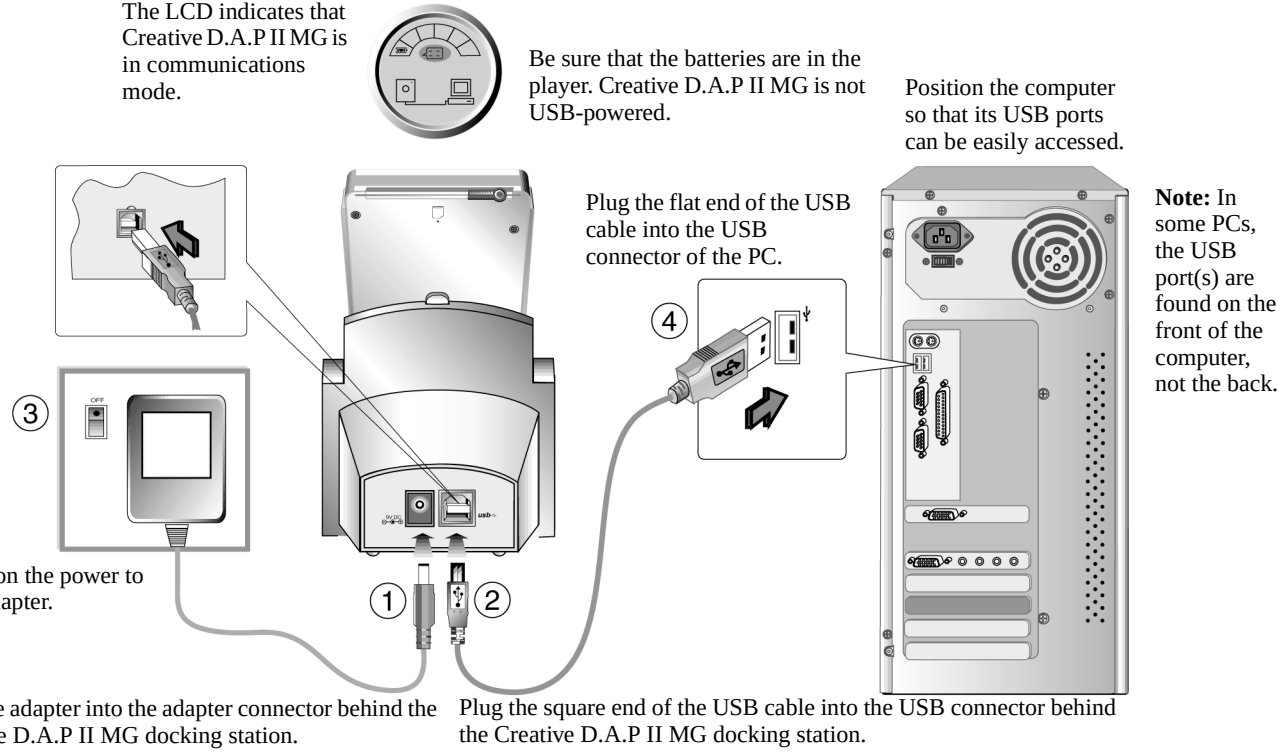

The LCD indicates that Creative D.A.P II MG is in communications mode.
Be sure that the batteries are in the player. Creative D.A.P II MG is not USB-powered.
Position the computer so that its USB ports can be easily accessed.
Plug the flat end of the USB cable into the USB connector of the PC.
Note: In some PCs, the USB port(s) are found on the front of the computer, not the back.
Turn on the power to the adapter.
Plug the adapter into the adapter connector behind the Creative D.A.P II MG docking station.
Plug the square end of the USB cable into the USB connector behind the Creative D.A.P II MG docking station.

Figure 2-3: Connecting the Creative Digital Audio player II MG to a PC.

Step 6: Verify Creative Digital Audio Player II MG Driver Installation

1. Click **Start** -> **Settings** -> **Control Panel**.
2. In the **Control Panel** window, double-click the **System** icon.
3. In the **System Properties** dialog box, click the **Device Manager** tab.
4. In the **Device Manager** tabbed page, double-click **Universal Serial Bus controllers**, and then check that **Creative D.A.P II MG** is present as shown in Figure 2-4 below.

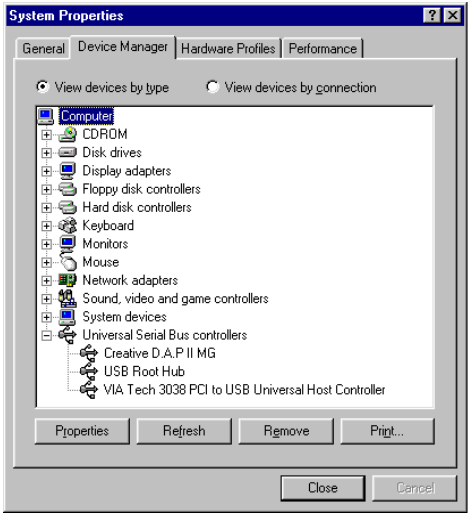


Figure 2-4: Verifying that Creative D.A.P II MG driver is installed correctly.

This only appears in the Device Manager when the Player is connected.

Step 7: Download MP3 Files to your Player

1. To start Creative PlayCenter 2, double-click the **Creative PlayCenter 2** icon.
   Be sure that you have MP3 files in your computer.
2. Use the left hand side panel to point at the files you want to download to your player.
3. Select the player in the right panel.
4. Choose the files you want to download and then click the **Transfer** button.
   A progress bar tracks the downloading process (see Figure 2-5 below).

For details on how to use Creative PlayCenter 2, refer to its Online Help file.

Figure 2-5: PlayCenter 2

You can now start listening to the preloaded MP3 song or FM radio, or even make a voice recording:

Step 8: Listen to An MP3 Song

1. To turn on the power, press the PLAY button on the player.
2. Press the MODE button until you see in the middle of the LCD.
   "Welcome to.." appears on the LCD.
3. Press the PLAY button to play the song.

Step 9: Listen to FM Radio

1. Press the MODE button until you see FM in the middle of the LCD.
2. Press and hold the FORWARD button to scan for an FM radio station.

Step 10: Make a Voice Recording

1. Press the MODE button until you see in the middle of the LCD.
2. Press and hold the ERASE/REC button to start the recording. To stop the recording, press the STOP button.

Step 11: Listen to a Voice Recording

1. Press the MODE button until you see in the middle of the LCD.
2. Press the PLAY button to play the song.

For more details on how to use your player more effectively, refer to Chapter 3, "Using Your Creative Digital Audio Player II MG".

Creative Digital Audio Player II MG Detector

Creative D.A.P II MG Detector is a small utility in the Taskbar (see Figure 2-6 below) that detects the connection between the Creative D.A.P player II MG and the PC via a USB cable. It is installed by default as part of Creative PlayCenter 2.

Figure 2-6: Creative D.A.P II MG Detector.

To disable Creative D.A.P II MG Detector

1. Right-click the D.A.P II MG Detector icon to show the shortcut menu. **Enable D.A.P II MG Detector** is selected by default.
2. Click **Enable D.A.P II MG Detector** to disable it.
   If you want to enable it again, click **Start** -> **Programs** -> **Creative** -> **Creative D.A.P II MG** -> **D.A.P II MG Detector**.

You can also click **Exit** to quit Creative D.A.P II MG Detector if you do not need to use the utility. The utility will appear the next time you restart your PC.

Be sure that the utility is enabled or launched, so that the PC can communicate with the player.

LED Status On Docking Station

The LED on the docking station indicates the status of the rechargeable batteries. The following table gives details:

LED Color	Status
Blinking red and green	Preparing to charge. This process takes 5 to 10 minutes
Red	Charging
Green	Fully charged

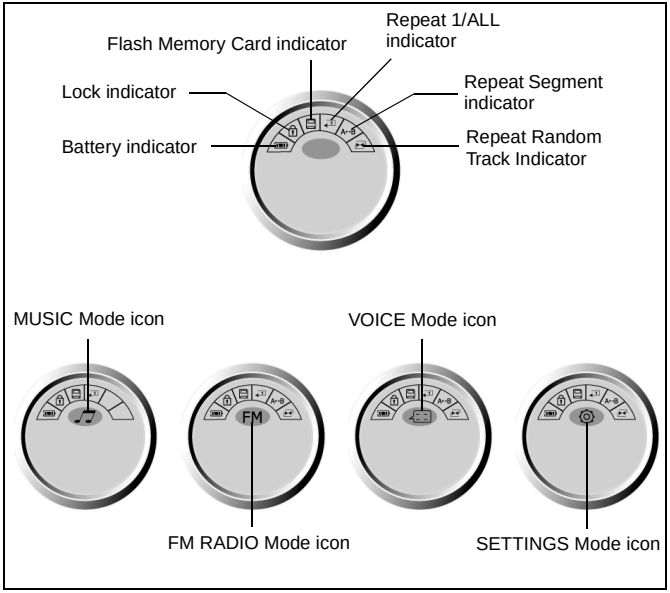
Full Charge

If the batteries' power is almost fully depleted (as shown by the battery indicator), charging to its full capacity takes about 3 hours.

3

Using Your Creative Digital Audio Player II MG

Overview



Power ON/OFF

1. Press the PLAY button to turn on the power.
   A welcome message “Digital Audio in Style” appears. Your player then displays the last Mode used before it was turned off.

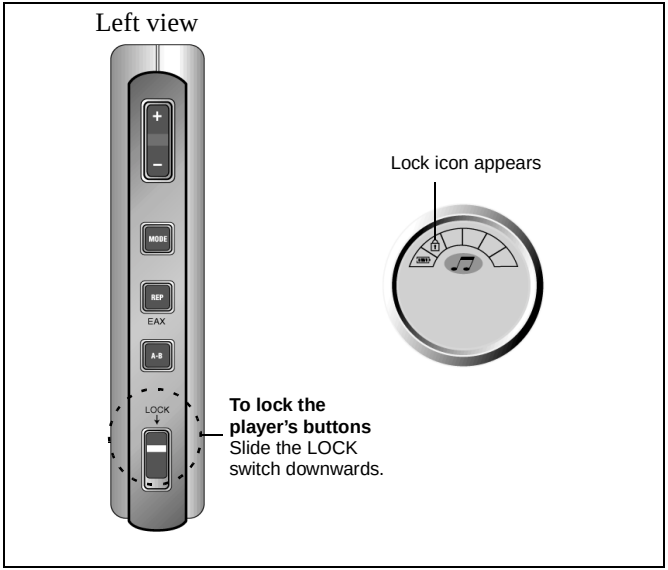
   The Electro-Luminescent (EL) backlight appears for a few seconds every time a button is pressed. You can change the backlight duration in the SETTINGS Submode.

2. To turn off the power, press and hold the STOP button for more than 1 second.
   The message “Shutting down” appears on the LCD.

   If the player is idle for 15 minutes, it turns off automatically. You can change the Power Off time in the SETTINGS sub-mode.

Lock

Be sure that the LOCK switch is turned off before you continue.



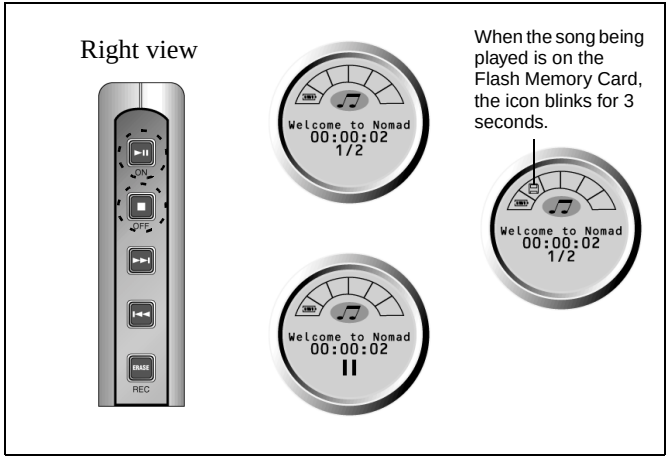
The LOCK switch on the player only locks all the buttons on the player. You can still operate the player by pressing the buttons on the remote control if the LOCK switch on the remote control is not turned on.

MUSIC Mode

- To go to MUSIC Mode, press the MODE button until you see in the middle of the LCD.
  The track last played is displayed.

Creative D.A.P II MG is designed to be future-proof as it is programmable. New audio formats can be downloaded into the player when they are available. Visit www.nomadworld.com for any new releases.

To Play A Music File



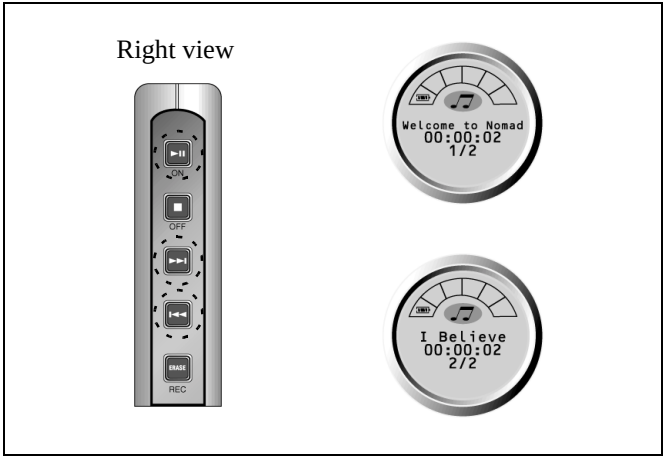
To play back Music files, they must first be downloaded in the Creative D.A.P player II MG.

1. Press the PLAY button to play back the current track, press the PLAY button again to pause.
   The track's information scrolls once from right to left.
   During Pause, the Pause icon appears. Also, "Bal 00x" and more track information scrolls from right to left once above the elapsed time.

In “Bal 00x min”, “x” indicates the remaining playback time of the current track.

2. Press the STOP button to stop the playback. If held down for longer than 1 second, the player’s power will be turned off.

To Search Forward/Backward



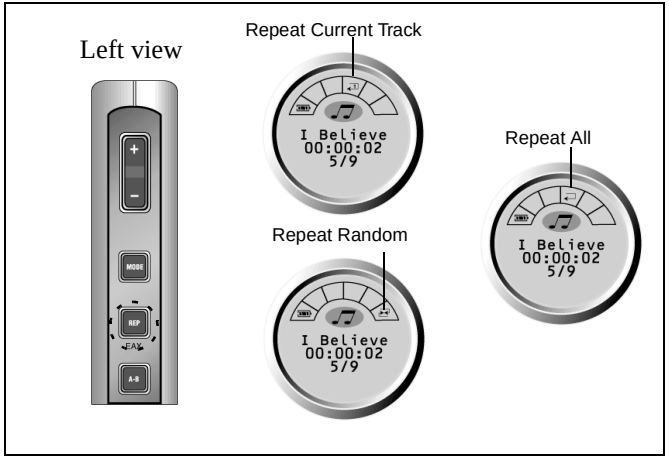
Searching Forward/Backward 1 Track In STOP Or PLAY Mode

- Press the FORWARD or REVERSE button to skip to the next track.

Searching Forward/Backward Within The Same Track In PLAY Mode

- Press and hold the FORWARD or REVERSE button to advance within the same track.

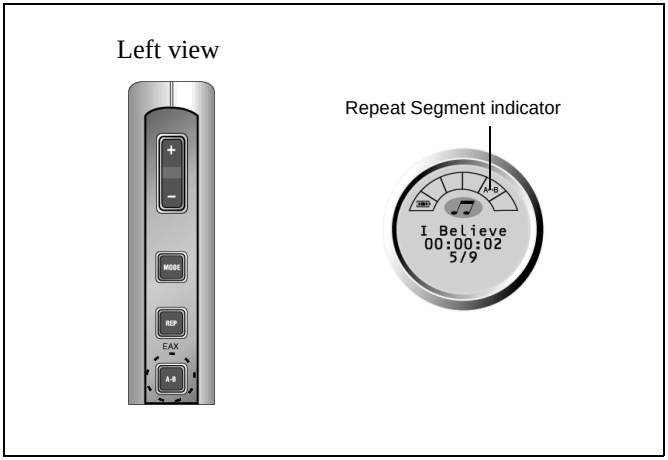
To Repeat Music File Playback



- Press the REP/EAX button and then select either Repeat Current Track, Repeat All, or Repeat Random, which appear in order.

To cancel the operation, press the REPEAT button until the Repeat indicator disappears from the LCD.

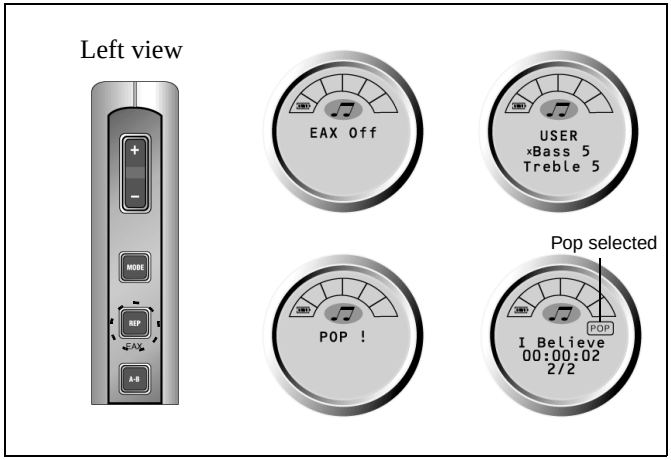
To Repeat A Section Of A Track Continuously



- Press the A-B button when a track is playing to mark the point where you want the section to start (Point A) and press the button again where you want the section to end (Point B).
  The player will now play back the marked section from point A to point B until you cancel the operation.

To cancel the operation, press the A-B button again.
The A-B indicator disappears from the LCD and the track continues playing from the point where the section ends.

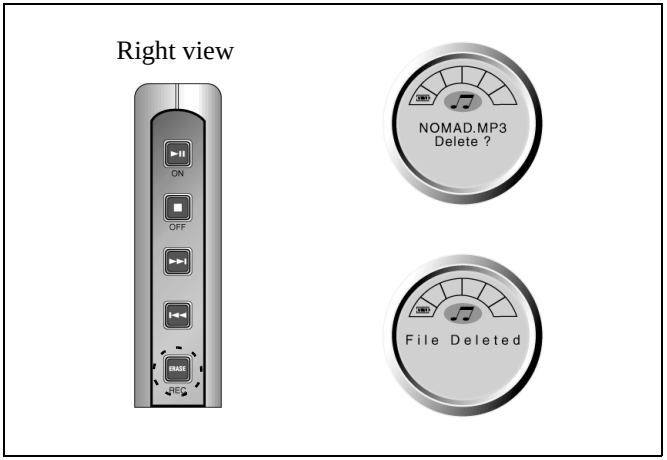
To Use The Equalizer



1. Press and hold the REP/EAX button to select the Equalizer. The LCD shows “EAX Off”.
2. Press the REP/EAX button to select Classic, Pop, Rock, Jazz, and User which appear in turn.

Only the User option allows you to customize the Bass and Treble tone control. The player will resume the song if no operation is done within 3 seconds.
To set either Bass or Treble, press the FORWARD or REVERSE button to select the desired tone control and then press the VOL + or VOL - button to increase or decrease the level.

To Erase A Music File



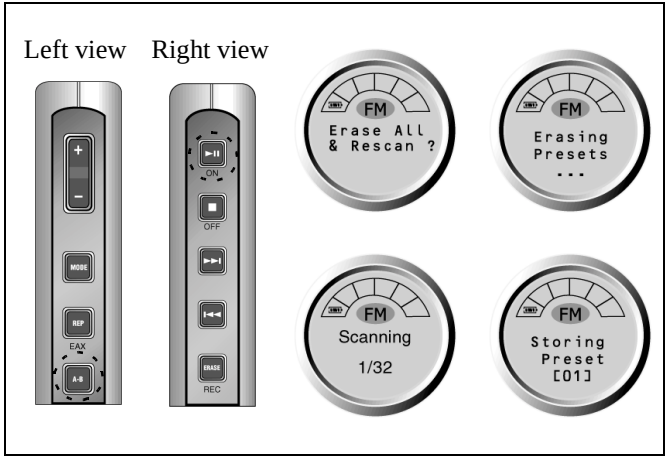
1. Press the MODE button to go to the MUSIC Mode.
2. Select the desired track using the FORWARD or REVERSE button.
3. Press the ERASE button.
   A confirmation message appears on the LCD.
   Press the PLAY (Select) button to erase the file.
4. To cancel, press the STOP or MODE button.
5. When the action is cancelled, the track last played returns.

In FM RADIO Mode

- To go to FM RADIO mode, press the MODE button until you see FM in the middle of the LCD.
  The preset channel last selected is displayed.

To Preset Frequency Automatically

The operation below is best done in an unobstructed area.

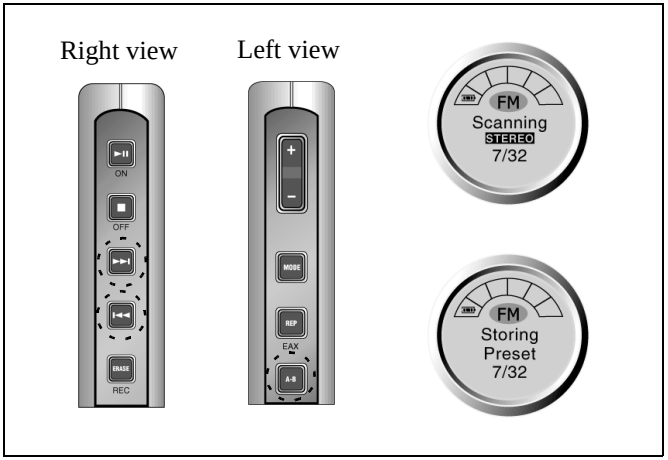


1. Press and hold the A-B button.
   A message “Erase all and rescan?” appears on the LCD.

   The player will resume FM RADIO mode if no operation is done within 3 seconds.
2. Press the PLAY button if you want to rescan for FM radio stations. The player starts to scan for stations and prompts you to save to a Preset Channel.
3. Press PLAY to save the Preset Channel or STOP to continue scanning.
4. Repeat step 3 to preset other frequencies.
   “AutoScan completed” appears on the LCD when the process is finished.

At any time you can press the MODE button if you want to stop the Scan process.

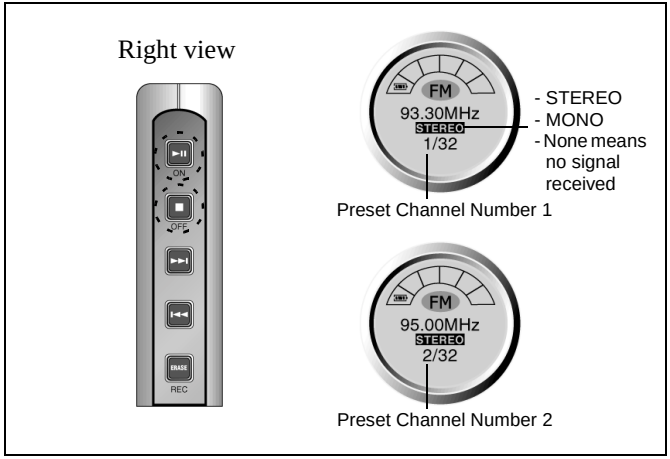
To Preset Frequency Manually



1. Either press and hold the FORWARD or REVERSE button to scan for FM radio stations automatically. Or,
   press the FORWARD or REVERSE button once to advance 0.1 MHz every time to scan for stations manually.
2. Press the A-B button to assign the tuned radio frequency to the Preset Channel.

You can set up to 32 Preset Channels.

To Search Forward/Backward For A Preset Channel



- Press the PLAY button or the STOP button to go to the next or previous Preset Channel.

You can change the FM Sleep time in the SETTINGS Submode.

You can go to Creative D.A.P Play Center 2.0 Settings option to edit the Preset Channels easily. For details, refer to Creative Play Center 2.0 online Help.

To Record A Radio Broadcast

Note: If the recording is activated on the Flash Memory Card, the file name is FMS00001.NVF.

1. Press the FORWARD or REVERSE button to go to the desired Preset Channel.
2. Press and hold the ERASE/REC button to start recording the radio broadcast.
   By default, a message “Save to Internal Memory” appears for a while (“Save to External Memory” appears if the internal memory is full) and then the assigned file name scrolls from right to left, followed by “Free xxx min”.
3. Press the STOP button to stop recording.
   The Preset Channel returns.

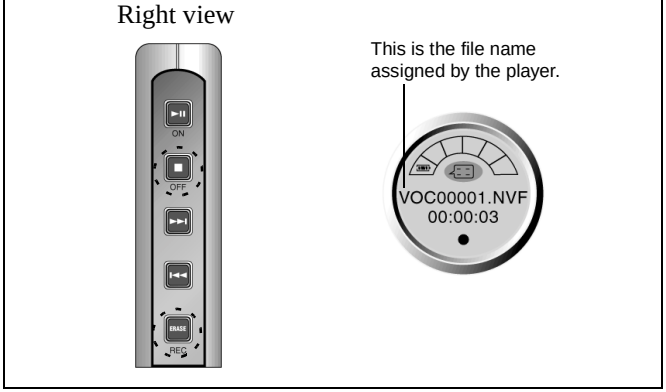
In “Free 00x min”, “x” indicates the remaining recording time that the Memory has. This message also appears while recording in VOICE mode. The recording is in ADPCM format, which is the same format as the voice recording. The recorded quality may not sound as good as the FM radio broadcast as it is recorded in low resolution voice recording format.

In VOICE Mode

- To go to VOICE mode, press the MODE button until you see in the middle of the LCD.
  The voice recording last played is displayed.

To Make A Voice Recording

Be sure that you hold your player to the audio source as close as possible for optimum quality.



1. Press and hold the ERASE/ REC button to start the recording.
   By default, a message “Save to Internal Memory” appears for a while (“Save to External Memory” appears if the internal memory is full) and then the assigned file name scrolls from right to left, followed by “Free xxx min”.
2. Press the STOP button to stop recording.

When the memory is full, a message appears and recording stops automatically.

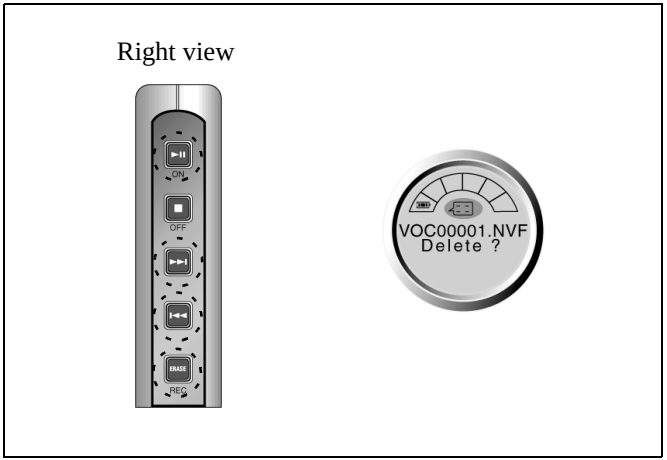
To Play A Voice Recording

- Press the PLAY button to play back the current track, press the PLAY button again to pause.

To Search Forward/Backward

Refer to “To Search Forward/Backward” on page 3-3.

To Erase A Voice Recording

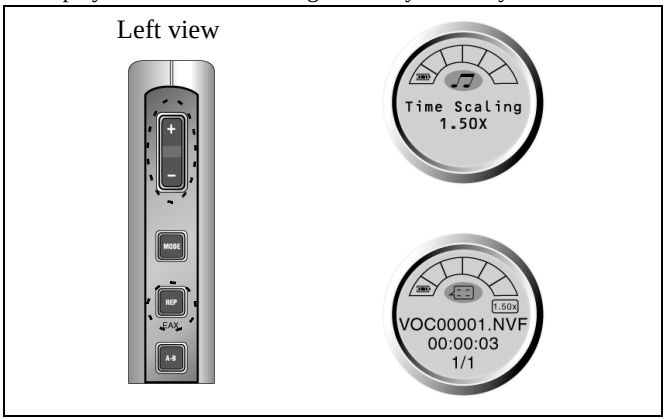


1. Select the desired track using the FORWARD or REVERSE button.
2. Press the ERASE button.
   A message for confirmation appears on the LCD.
3. Press the PLAY (Select) button to erase.
4. To cancel the operation, press the STOP or MODE button.
5. When the action is cancelled, the track last played returns.

Each of the track numbers following the erased track decreases by one.

To Activate Time-Scaling Playback

Creative EAX's Time-Scaling technology is able to vary the speed of audio playback without affecting audibility or clarity.



1. Press and hold the REP/EAX button to display the Time-Scaling.
2. Press the REP/EAX button again immediately to change between “Time Scaling 1.00x” and “Time Scaling Off”.
3. Press the VOL + or VOL - buttons on the player to increase or decrease the Time-Scaling playback speed.

The maximum playback speed is 1.5 times the recorded playback speed and the minimum speed is 0.5 times.

Time-Scaling is only available in Voice mode.

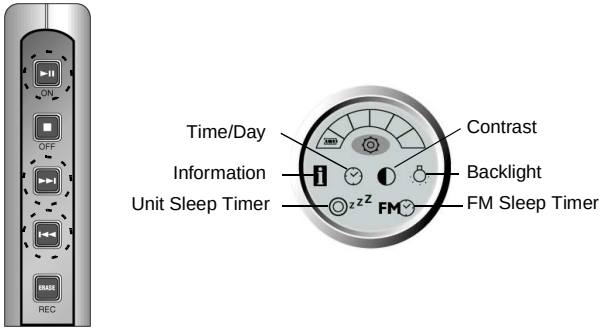
In SETTINGS Mode

- To go to SETTINGS mode, press the MODE button until you see in the middle of the LCD.
  Two rows of icons appear in the LCD and is highlighted.

Navigating & Accessing SETTINGS Submodes

The SETTINGS Submodes are represented by icons.

Right view

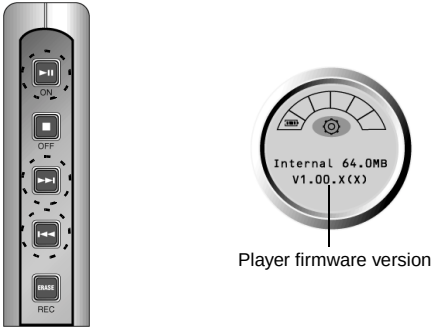


1. Press the FORWARD button to navigate to the next icon on the right or below. Press the REVERSE button to navigate to the previous icon on the left or up.
2. Press the PLAY button to access the Submode.

Press the MODE button if you do not want to set any Submodes.

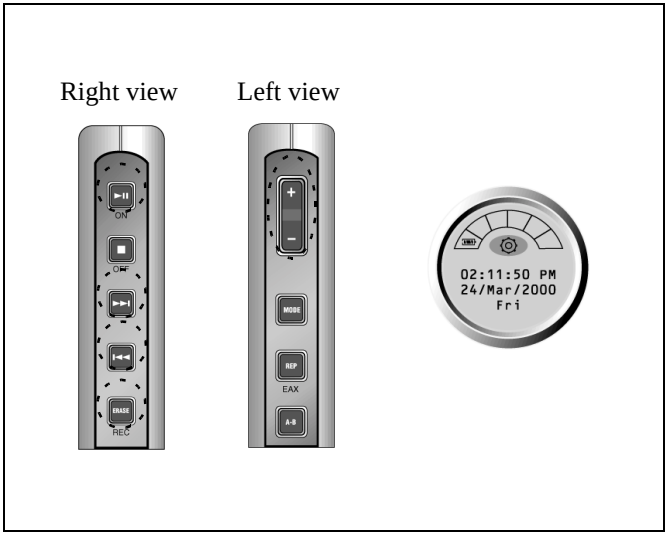
To View Information

Right view



- Navigate to the icon and then press the PLAY button.
  Information about the player: “Internal XX.XMB, Free XX.XMB, Memory Card XX.X MB.” scrolls from right to left on the LCD and the player firmware version, “vX.XX.X(X)” appears below.

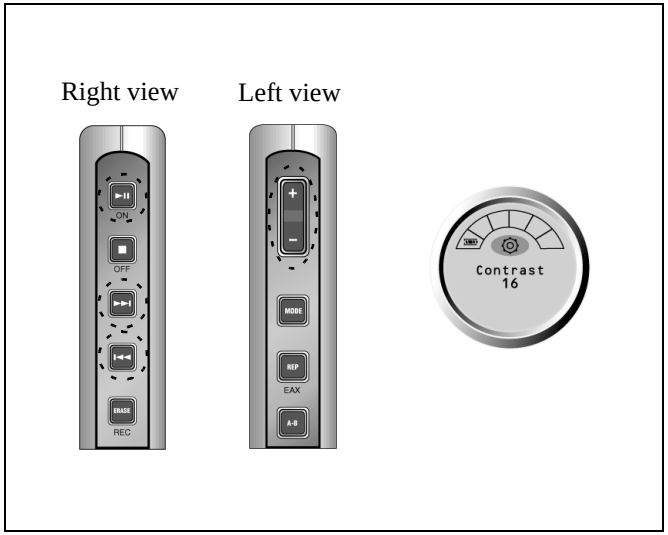
To Set Time/Day



1. Navigate to the ⏲ icon and then press the PLAY button.
   The Time/Day submode appears as shown.
2. Press the ERASE/REC button to change the settings.
   The Hour setting blinks.
3. Press the VOL + or VOL - button to increase or decrease the Hour.
4. Press the FORWARD or REVERSE button to select the next or previous setting.

   The setting order is Hour, Minutes, Seconds, AM/PM, Day, Month, Year and Day of the week.
5. Press the PLAY button to save the selected settings.
   The word “Saving” is shown on the LCD and the new settings appear.

To Set Contrast

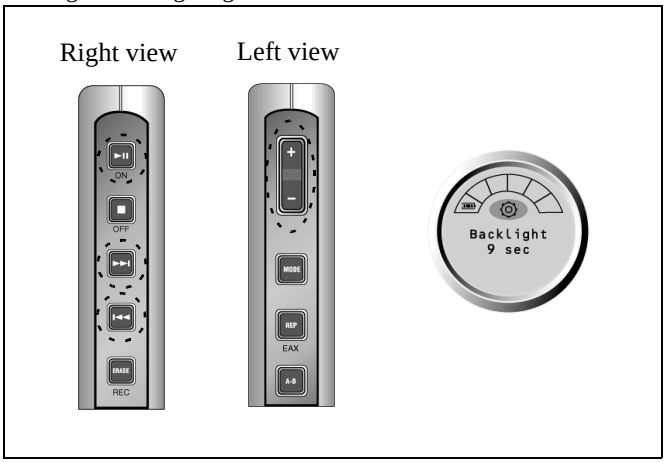


1. Navigate to the ◐ icon and then press the PLAY button.
   The Contrast submode appears as shown, with the Contrast level blinking.
2. Press the VOL + or VOL - button to increase or decrease the contrast level.
3. Press the PLAY button to save the setting.
   The word “Saving” is shown on the LCD and the new setting appears.

The maximum Contrast level is 30 and the minimum level is 0.

To Set Backlight On Interval

Backlight is the lighting that illuminates the LCD.

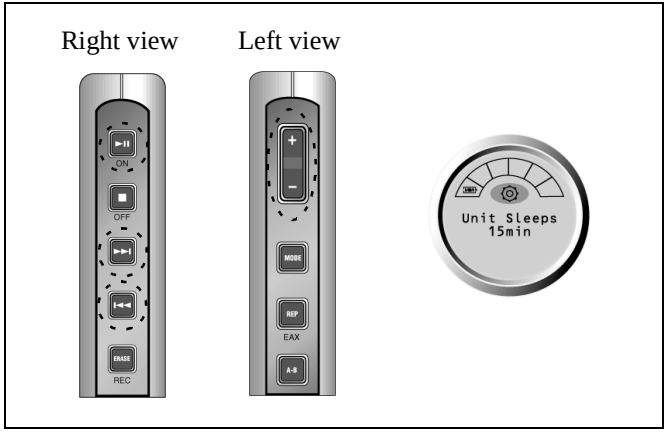


1. Navigate to the ☼ icon and then press the PLAY button.
   The Backlight Submode appears as shown, with the current duration setting blinking.
2. Press the VOL + or VOL - button to increase or decrease the duration of the backlight.
3. Press the PLAY button to save the setting.
   The word “Saving” is shown on the LCD and the new settings appears.

The maximum Backlight duration is 10 seconds. The player will not activate the Backlight if the duration is set to “Off”.

To Set Unit Sleep Time

Unit Sleep time is the cut-off time after which the player will automatically turn off if there are no operations.



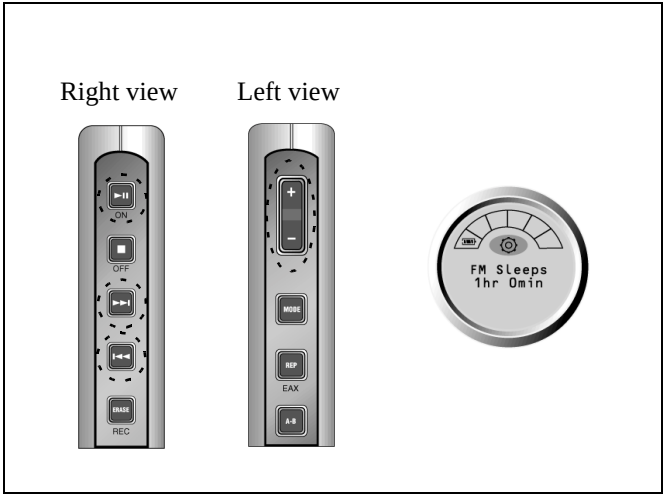
1. Navigate to the ◎ᶻᶻᶻ icon and then press the PLAY button.
   The Unit Sleep Submode appears as shown, with the current cut-off time blinking.
2. Press the VOL + or VOL - button to increase or decrease the cut-off time.
3. Press the PLAY button to save the setting.
   The word “Saving” is shown on the LCD and the new setting appears.

Pressing the VOL + or VOL - button once increases or decreases the cut-off time by 15 minutes. The maximum setting is 24 hours. If you do not want the player to switch off automatically, press the VOL - button until “Off” appears.

The FM Sleep Timer’s setting will override the Unit Sleep Timer’s setting if you are listening to FM Radio.

To Set FM Sleep Time

FM Sleep time is the cut-off time after which the FM tuner will automatically turn off if there are no operations.



1. Navigate to the FM icon and then press the PLAY button. The FM Sleep Submode appears as shown, with the current cut-off time blinking.
2. Press the VOL + or VOL - button to increase or decrease the cut-off time.
3. Press the PLAY button to save the setting. The word “Saving” is shown on the LCD and the new setting appears.

Pressing the VOL + or VOL - button once increases or decreases the cut-off time by 15 minutes. The maximum setting is 24 hours. The player will not switch off if the setting is set to “Off”.

That’s all. We hope that you will enjoy using your Creative D.A.P player II MG.

Please be advised to backup the digital audio content on your NOMAD player as a precautionary measure against possible data loss due to accidents or other unforeseen circumstances. In such circumstances, Creative Technology Ltd may restore your product to its original factory settings but cannot guarantee that your audio content would remain intact.

4

Using SoundJam™ MP with Macintosh OS

SoundJam MP is the ultimate MP3 music center—play all MP3 files, in any order, with a 10-band graphic equalizer to make the sound quality exactly what you want. SoundJam can also:

- ❑ Display animated graphics.
- ❑ Change its look, "skin," at your command.
- ❑ Play music CDs with visuals.
- ❑ Convert almost any kind of sound file, including those on your favorite CDs, into MP3 files that you can transfer to your D.A.P player II MG.
- ❑ Download new MP3 files directly from the Internet with the built-in Web menu.
- ❑ Play streaming music from the Internet—live broadcasts as well as commercial recordings that come in the form of real-time transmissions, not downloadable files.
- ❑ Automatically fill in the names of your CDs, songs and artists by linking to CDDB, the Internet's massive CD-ROM information database.
- ❑ Serve as a database of your own music. Sort by song name, artist name, album, and much more.

With SoundJam installed there are several methods for opening and playing a music file:

- ❑ Files opened or created in SoundJam can be opened by double-clicking the file.
- ❑ Drag the file's icon over the SoundJam icon.
  Or, with SoundJam or a SoundJam window open, drag the file icon—or even the folder— to SoundJam or the SoundJam window.
- ❑ With SoundJam open, open the File menu, choose Open, and navigate to the folder in which the file or files are located. Double-click on the file you want to play.

Installing SoundJam MP

1. Insert your installation CD into the CD-ROM drive.
2. Double click on **SoundJam MP Installer.**
3. Click **Continue**.
4. Then click **Open**.
5. Restart your computer.

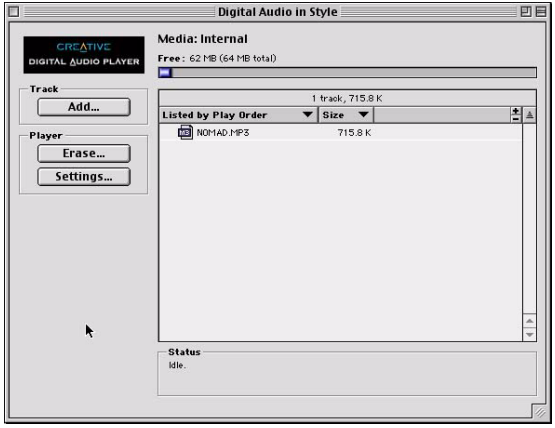
SoundJam MP and Digital Audio Player II MG

When SoundJam MP is installed on your Mac and the D.A.P player II MG is correctly connected to your Mac, the main D.A.P screen appears and an entry for the D.A.P window is added to SoundJam's Window menu.

Voice files created with the D.A.P II MG have a file name extension of .NVF. SoundJam can manipulate and play .NVF files in the same way it works with any other file.

Digital Audio Player II WINDOW

D.A.P World logo: Click this logo to launch your Web browser and access the Creative Labs Web site: **www.europe.creative.com**. It includes music downloads, information about the D.A.P hardware and accessories, and more.



Media: Allows you to choose between the External or Internal Memory content.

Content Gauge: The content gauge monitors the memory in your D.A.P player II MG.

Add...: Clicking this button brings up the standard Macintosh get file dialog box, where you can select files that you want to add to the playlist.

Erase...: Erases the entire contents of the internal memory or flash memory card. Because this operation erases data, SoundJam asks you to confirm the deletion.

Settings...: Clicking this button allows you to change the Player name and set the radio presets.

Opening SoundJam

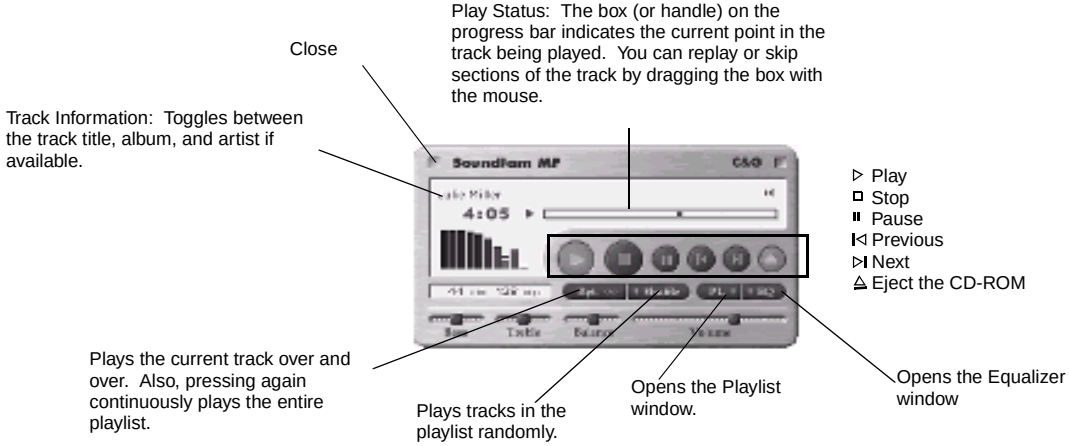
Once SoundJam is properly installed on your hard disk drive, it is ready for you to run and enjoy.

To open SoundJam:

1. Double-click on the SoundJam MP icon to start the program.

SoundJam Controls

The SoundJam control panel contains a volume slider, play and stop buttons, a counter, and other features. The illustration below identifies the controls most useful to you.


Play Status: The box (or handle) on the progress bar indicates the current point in the track being played. You can replay or skip sections of the track by dragging the box with the mouse.
Close
Track Information: Toggles between the track title, album, and artist if available.
SoundJam MP
4:05
Play
Stop
Pause
Previous
Next
Eject the CD-ROM
Plays the current track over and over. Also, pressing again continuously plays the entire playlist.
Plays tracks in the playlist randomly.
Opens the Playlist window.
Opens the Equalizer window

Creating a Playlist

A playlist is a list of songs arranged in a particular order. SoundJam's Playlist Composer creates new playlists for you automatically, based on criteria that you supply.

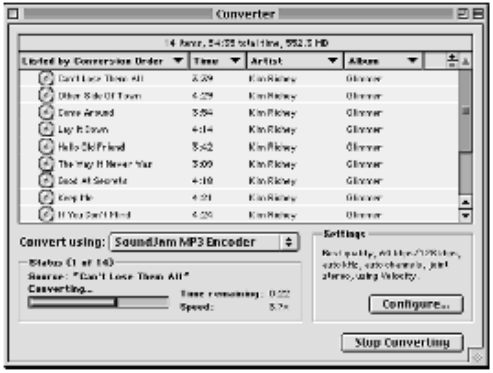
To build a playlist:

1. Open SoundJam, go to File menu.
2. Choose new playlist, a new dialog box called "Untitled playlist" appears, to which you can drag and drop MP3 files.

Converting CD Audio to MP3

There are several ways to convert music from a CD to MP3. The following instructions represent one of the preferred methods.

To convert CD audio tracks to MP3 files:



1. Insert a CD into your CD-ROM drive.
2. On the Window menu, choose Audio CD (or the name of the CD).
3. Click the name of a track that you want to convert to MP3.
4. Click Add to Converter.
5. When you have added all of the files you want to convert into the Converter, select "SoundJam MP3 Encoder" from the "Convert using" menu. Then, click on the "Start converting" button.

   This conversion uses the default configuration. You may want to change the configuration later, but for now the default settings will supply excellent quality MP3 files for your D.A.P player II MG.

   The "Start converting" button changes to "Stop converting" and the progress of the file conversion is shown in a bar on the lower left of the window.

6. When the conversion is complete, the playlist window reopens displaying the newly converted MP3 files.
7. Connect the D.A.P II MG to your Mac; the D.A.P II window opens automatically.
8. Select the files in the SoundJam playlist that you want to load into the D.A.P player II MG and drag them into the D.A.P II playlist.

   Or, click Add in the D.A.P II window and select the files you want to load into the Player.
9. Once the files are in the D.A.P II window, they are automatically transferred to the Player.

Other methods that you can use to convert CD tracks to MP3 files include:

- ❑ On the Windows menu, choose Converter. Insert a CD in your CD-ROM drive. When CD-ROM drive icon is displayed on the desktop, double-click on it. Select the icons representing the tracks you want to convert and drag them into the Converter window.
- ❑ On the Window menu, choose Converter. Open a playlist of the tracks you want to convert. Drag the track names from the playlist into the Converter.

A

An MP3 Primer

What Is MP3 ?

MP3 is the acronym for Moving Picture Experts Group (MPEG) Layer 3, a type of audio data compression technology that can reduce digital sound files by as much as one-twelfth of their original size, with virtually no loss in quality. It is an efficient way to store high-quality music or other audio content on your computer.

These MP3 files usually have the extension .mp3, and can be downloaded from the Internet, or be legally produced for personal use from original audio CDs.

It is illegal to encode MP3 files for trade or sale unless you have the expressed and explicit permission of the copyright holder(s).

MP3 Conversion Process

Extracting From Audio CD

You must have a CD-ROM drive that can extract audio data from an audio CD.

Audio CD extraction is the first phase in the MP3 conversion process. You need a program that can direct the CD-ROM drive to extract this audio data. Known as a “ripper”, the program reads the data from the audio CD and sometimes stores it in a file on your hard disk.

The duration of the audio CD extraction phase depends on many factors. The speed of a CD-ROM drive is one of the most important elements in overall extraction speed. The speed ratings commonly seen on CD-ROM drives—like 40X, and so on—refer to the rate at which *data* CDs or CD-ROMs are read. Your CD-ROM drive may be fast at reading non-audio data, but slow at reading audio CD data.

Other factors are defects or scratches on an audio CD which result in lost data. This is not noticeable when the audio CD is playing in a CD-ROM drive. When the audio data is put through the MP3 encoding phase, however, the distortion is highly noticeable. To avoid this distortion, the audio CD extraction program may read the data two or three times to make sure it reads the data correctly. This error-checking feature is an option in most audio CD data extraction software. Be sure error-checking is enabled in your audio CD extraction software.

Encoding To MP3

MP3 encoding is the second phase in the MP3 conversion process. The data extracted from an audio CD is one of the many types of data an MP3 encoder may process. Encoders read .wav data and compress this data into an MP3 file. MP3 encoding is quality lossy compression as although the original data is greatly compressed, the resultant data does not suffer much loss of audio quality.

The amount of loss (of quality) is dependent upon the sampling rate of the output and the bitrate of the output. The higher the sampling and bitrates of each of these parameters, the better the quality of the sound.

Memory And Audio Quality

The MP3 memory size and MP3 quality are related. The higher the quality required, the higher the bitrate needed. This leads to more data storage and memory requirements. The amount of memory required for the Creative D.A.P player II MG is proportional to audio playback time.

Set your encoding bitrate at 128 kbps (see Figure A-1) for optimal quality when you create MP3 files from audio CDs using Creative Digital Audio Center.

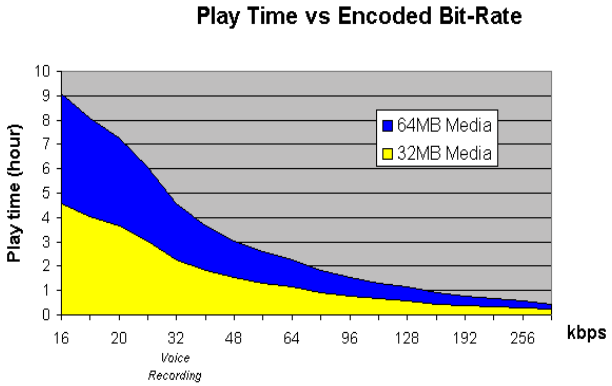


Figure A-1: Playing time versus encoding rate for 64 MB memory.

MP3 Web Sites

Through web sites, you can download MP3 files either with or without charge and get information about the latest software related to MP3.

Examples of web sites with MP3 content are:

- Europe.creative.com (http://www.europe.creative.com)
- Spinrecords.com (http://www.spinrecords.com)
- Epitonic.com (http://www.epitonic.com)
- SoundClick.com (http://www.soundclick.com)
- The Digital Music Co. (http://www.thedigitalmusicco.com)
- Big Heavy World (http://www.bigheavyworld.com)
- AMP3.com (http://www.amp3.com)
- EZCD.com (http://www.ezcd.com)
- ArtistOne.com (http://www.artistone.com)
- EMusic (http://www.emusic.com)
- Soundbuzz.com (http://www.soundbuzz.com)

B

Technical Specifications and Troubleshooting

Creative Digital Audio Player II MG DAP-6401

Size (W x H x D)/ Weight

- ❑ 58 x 90 x 18 mm / 77.1g (without battery)

Memory

Internal Memory

- ❑ 64MB

Type of removable memory

- ❑ 1 x SmartMedia™ slot

Maximum memory

- ❑ 128MB (64MB Internal Memory/64MB SmartMedia card)

Interface

- ❑ USB (via bundled docking station or optional traveler accessory cable)

LCD Display

- ❑ 85 x 51 Electro-Luminescent backlit display

Standard Playback Usage

- ❑ 2 x AAA NiMH 8-10 hours for MP3/voice playback

Signal to Noise Ratio

- ❑ > 90 dB

Frequency Response

- ❑ 20Hz - 20KHz

Maximum Output

- ❑ 5-7 mW

Harmonic Distortion Output

- ❑ 0.05% at 1khz with 32ohm load

EAX™

- ❑ 4 effects and 1 user setting: bass and treble control

Audio Codec support

- ❑ MPEG Audio Layer 3 (MP3) and future formats (WMA)**

Firmware

- ❑ Flash based. User upgradeable**

SDMI Compliance

- ❑ Hardware ready**

FM

- ❑ 87.5 to 108mhz
- ❑ 32 station preset support

Record Mode

- From selected FM station.
  G721 ADPCM encoding at 32kbps. Up to 4 hour recording per 64MB

Voice Recording

- G721 ADPCM encoding at 32kbps. Up to 4 hour recording per 64MB

Time Scaling

- Support for up to 1.5x faster and 0.5x slower playback speed

** - Future audio codec support, firmware upgrades, and SDMI compliance will be available via **www.europe.creative.com**

Troubleshooting

There is no display on the LCD

Cause

There are no batteries or power supplied to the docking station or the player is not mounted properly onto the docking station.

Solution

Check that the power switch of the adapter connected to the docking station is turned on. If it is not, turn on the power switch.

Mount the player properly on the docking station if it is not properly mounted.

Your SmartMedia reader/writer cannot read the Creative D.A.P II MG flash memory card

Cause

Creative D.A.P II MG only supports SSFDC (Solid State Floppy Disc Card) format (FAT12).

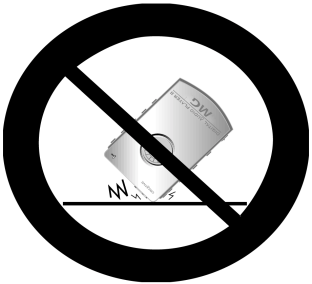
Windows 98 detects the Media Card reader/writer as an external removable drive in Windows Explorer. Thus, you can only format the flash memory card into FAT16 format and Creative D.A.P II MG is unable to recognize the FAT16 format.

Solution

To format the flash memory card, you need to obtain a software utility from the Media Card reader/writer vendor that supports SSFDC format (FAT12).

Important Safety Instructions

General Handling Instructions



Do not subject the player to extreme force

- ❑ Vibration during walking or exercising will not affect the Creative D.A.P player II MG.
  However, dropping the player or dropping a heavy object on the player may result in distorted sound.

Keep the player away from water at all times

- ❑ The player may be damaged if water enters it.
- ❑ If the player comes in contact with water, wipe it immediately with a dry cloth.

Store the player set carefully

Avoid keeping the Creative D.A.P player II MG, docking station, and the Flash Memory Card or near high heat source(s) or in places with high humidity or strong magnetic field.

Read and take note of the following safety and operating instructions carefully. Retain these notes for future reference.

Specific Handling Instructions

Cleaning the Player

- ❑ Disconnect the power supply adapter from the wall outlet or power source before cleaning.
- ❑ Do not use liquid or aerosol cleaners.
- ❑ Use a damp cloth for cleaning.

Using and Replacing Batteries

Do not dispose the batteries in fire, recharge, put in backwards, and mix with used or other battery types as they may explode or leak and cause personal injury.

DO NOT:

- ❑ Attempt to recharge batteries other than the type specified. Recharging non-rechargeable batteries (such as normal, heavy duty or alkaline batteries), OR different types of batteries (such as rechargeable alkaline batteries) may lead to an explosion or leakage and cause personal injury.
- ❑ Immerse the batteries in water.
- ❑ Repair or disassemble the batteries.
- ❑ Drop the batteries or subject them to extreme force. (note: in diagram)
- ❑ Short-circuit the batteries, as this may result in skin burns.

DO:

- ❑ Insert the batteries according to the polarity markings on the product.
- ❑ Keep the batteries in a cool and dry place, away from heat, moisture and metal objects when not in use.
- ❑ Handle leaking batteries with rubber gloves. Avoid direct contact with skin or eyes. If this happens, wash thoroughly with water and seek medical attention.
- ❑ Dispose of used batteries as required by local ordinances or regulations.
- ❑ Keep the batteries out of reach of young children.

Servicing

Do not attempt to service any part of the product yourself. Servicing should only be done by qualified service personnel.

Power Sources

The product should be operated only with the bundled power source. If you are not sure of the power supply cord type in your home, consult your product dealer.

If you are using batteries with your product, refer to the operating instructions included in your documentation and markings, if any, on the product.

Proper Care and Usage

- ❑ Do not use any object to probe the openings of the product as this may result in electric shock or fire, and will also damage the product.
- ❑ Do not spill liquid of any kind on the product.

Health Hazards

Inhalation

Inhaling the fumes from the contents of an exposed battery may cause respiratory irritation. Provide fresh air and seek medical attention.

Skin Contact

Direct skin contact with the contents of an exposed battery may cause skin irritation and/or chemical burns. Remove contaminated clothing and wash the affected skin area with soap and water. If a chemical burn or the irritation persists, seek medical attention.

Eye Contact

If the contents of an exposed battery comes into contact with the eyes, this may cause severe irritation and chemical burns. Flush the eyes thoroughly with water immediately for at least 15 minutes, lifting the upper and lower eyelids while doing so, until no evidence of the chemical remains. Seek medical attention.

D

Technical Support

Before contacting "European Help Line", please ensure that you have read the 'Troubleshooting' Appendix. The Creative web site at www.creative.com gives you access to the latest drivers and troubleshooting tips.

We are committed to giving you the best product as well as the best technical support.

For fast and efficient Technical Support solutions, please use the Creative Web Support services in the first instance. If your Creative product was pre-installed in your computer, your primary source of technical support is the Personal Computer supplier who provided the system.

The European support area on our web site at **www.creative.com** is continuously updated and contains the following:

FAQ:	Access the latest information on Creative products with advice on how to resolve commonly asked questions
Solve Your Own Problem:	Enter keywords to search the comprehensive library of product and technical information
Download Drivers:	Quick access to the latest Creative drivers
Library:	Find the documents for a wide range of Creative products
Email Your Problem:	Complete the technical support web form and submit for a response

Telephone Support: European Telephone Support contact details. See also European Helpline section in manual for contact details.

If You Have a Problem

Please retain all contents including packaging and proof of purchase until you are fully satisfied with product.

If you have a problem installing or using your Creative product, please use the Creative Web Support and/or Telephone Support services for assistance. Note the following information for reference should you require technical assistance:

- ❑ The model and serial number of your Creative product
- ❑ Error information on the screen and how it came about
- ❑ Information on the adapter cards which may be causing a conflict
- ❑ Hardware configuration information such as the base I/O address, IRQ line, DMA channels used
- ❑ Motherboard information: BIOS manufacturer/version and chipset manufacturer
- ❑ Type and version of your operating system, e.g., DOS 6.0, Windows 3.1x, Windows 95, Windows 98 or Windows NT

If, after using the Creative support services, you believe your Creative product to be defective, you should verify the purchase date and the take the appropriate action as detailed below:

Less than 30 days since date of purchase

Should your store receipt indicate that the product is less than 30 days old, you have the option of returning the full product to the dealer/retailer for a replacement or credit. The 30-day time period may not apply in all instances, so please check the seller's replacement/credit terms.

More than 30 days since date of purchase

Contact European Technical Support to clarify the nature of the problem and to obtain details of our repair returns procedure. Creative Labs requires that all returns for repair/replacement must first be issued with an authorisation number.

Returning a product for repair

- ❑ Contact Technical Support to receive your authorisation number for repair/replacement of product.
- ❑ Technical Support will communicate how to return the product in question for repair/replacement.
- ❑ You should only return the hardware item in question and return it to the address detailed by Technical Support. Please retain all software, accessories and the original packaging.
- ❑ Please quote the authorisation number clearly on the outside of the packaging in which you return the hardware item in question.
- ❑ Upon receipt of the faulty item, Creative Labs will process your request and arrange a return or replacement.

Creative may replace or repair the product with new or re-conditioned parts, and the faulty parts will become the property of Creative. The warranty period for your repaired/replacement item is 90 days from the date of shipment from Creative, or what is left on the original item's warranty, whichever is longer.

To avoid tariffs when shipping a product to Creative Labs from outside the E.U., you must complete the relevant customs documentation before shipping the product (please allow 30 days).

Limited Warranty

Creative Labs (Ireland) Limited (“Creative”) warrants to you, the original purchaser only, that the hardware product will be free of defects in materials and workmanship for a period of two years after the date of purchase, or such other period as may be expressly specified by Creative or required by applicable law (“Warranty Period”).

Creative’s entire liability and your remedy will be, at Creative’s sole discretion, the repair or replacement (with the same or similar model) of any hardware or accompanying item(s) not meeting the “Limited Warranty” explained above that is returned to Creative’s authorised distributor or dealer during the Warranty Period with a copy of your receipt.

What this warranty does not cover

To the maximum extent permitted by applicable law, Creative disclaims all other warranties and conditions, expressed or implied, including the conditions of quality, merchantability or fitness for a particular purpose with respect to the use of this product. Creative also disclaims any obligation to support products for all operating environments - for example, by ensuring interoperability with future versions of software or hardware. In no event shall Creative or its licensors be liable for any indirect, incidental, special or consequential loss or for any lost profits, savings or data arising from or relating to the use of this product, even if Creative or its licensors have been advised of the possibility of such loss.

This warranty gives you specific legal rights. You may have other rights which vary from country to country. Certain limitations in this warranty are not permitted by the jurisdiction of some countries, so some limitations here may not apply to you.

Specifically, this warranty does not cover failures of the product which result from accident, abuse, misuse, alterations (by persons other than Creative or its authorized repair agents), moisture, corrosive environments, shipping, high voltage surges, or abnormal working conditions. This warranty does not cover normal wear and tear. You are specifically advised to take a backup copy of any software provided with the Creative product for security purposes.

Creative European Help Line

CREATIVE LABS (IRELAND) LTD.,
Technical Support Department,
Ballycoolin Business Park, Blanchardstown,
Dublin 15, Ireland.
Fax: +353 1 8205052

United Kingdom
Tel +44 (0) 870 876 0000

Germany
Tel +49 696 690 2750

Ireland
Tel +353 1 820 7555

France
Tel +33 1 55 46 87 77

Spain
Tel +34 (91) 34 96 500

Italy
Tel +39 (02) 48280001

Austria
Tel +43 (01) 589 244 321

Belgium
Tel +32 (02) 7171196

Denmark
Tel +45 3525 9497

Finland
Tel +358 (09) 2293 2896

Norway
Tel +47 2305 0402

Sweden
Tel +46 (08) 7526 839

Holland
Tel +31 205 17 4 706

Switzerland
Tel +41 (01) 2126 215

Portugal
Tel 800 8 53066

Czech Republic
Tel +353 1 8066964

Poland
Freephone 00 800 353 1229

Hungary
Freephone 06 800 1222

Russia
Tel +353 1 8066967

Operating Hours / Heures d'ouverture / Öffnungszeiten / Ore d'ufficio / Horario de oficina / Openingstijden / Horário de abertura

EUROPE

Mon-Fri	:	Business Hours	Sat-Sun & Public Holidays	:	Closed
Lun. au vend.	:	Heures de bureau	Sam., dim. et jours fériés	:	Fermé
Mo-Fr	:	Geschäftszeiten	Sa, So & gesetzl. Feiertage	:	Geschlossen
Lunedì-venerdì	:	Orario d'ufficio	Sabato, domenica e festivi	:	Chiuso
Lunes-Viernes	:	Horario de oficina	Sábados, domingos y festivos	:	Cerrado
Maandag-Vrijdag	:	Kantooruren	Zat.-Zon. & Nationale Feestdagen	:	Gesloten
Segunda a sexta-feira	:	Horário de expediente	Sábado, domingo e feriados	:	Fechado

Internet **To receive technical support via the Internet, please e-mail: support@europe.creative.com**
Web Site www.creative.com